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**SUBSTITUTE HOUSE BILL 1009**

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**State of Washington**

**58th Legislature**

**2003 Regular Session**

**By** House Committee on Juvenile Justice & Family Law (originally sponsored by Representatives Dickerson, Delvin, Skinner, Kagi, Chase, Wood, Sommers, Miloscia, Conway, Cody, O'Brien, Kenney, Schual-Berke, McDermott and Lovick)

READ FIRST TIME 02/04/2003.

1       AN ACT Relating to video and computer games depicting violence  
2 against public law enforcement officers; adding a new section to  
3 chapter 9.91 RCW; creating a new section; and prescribing penalties.

4       BE IT ENACTED BY THE LEGISLATURE OF THE STATE OF WASHINGTON:

5       NEW SECTION.   **Sec. 1.** The legislature finds that there has been an  
6 increase in studies showing a correlation between exposure to violent  
7 video and computer games and various forms of hostile and antisocial  
8 behavior. The entertainment software industry's ratings and content  
9 descriptors of video and computer games reflect that some video and  
10 computer games are suitable only for adults due to graphic depictions  
11 of sex and/or violence. Furthermore, some video and computer games  
12 focus on violence specifically against public law enforcement officers  
13 such as police and fire fighters. The legislature encourages retailers  
14 and parents to utilize the rating system.

15       In addition, the legislature finds there is a compelling interest  
16 to curb hostile and antisocial behavior in Washington's youth and to  
17 foster respect for public law enforcement officers.

1        NEW SECTION.    **Sec. 2.**    A new section is added to chapter 9.91 RCW  
2 to read as follows:

3        (1) A person who sells, rents, or permits to be sold or rented, any  
4 violent video or computer game to any minor is guilty of a misdemeanor,  
5 punishable under chapter 9.92 RCW.

6        (2) "Minor" means a person under seventeen years of age.

7        (3) "Person" means a retailer engaged in the business of selling or  
8 renting video or computer games including any individual, partnership,  
9 corporation, or association who is subject to the tax on retailers  
10 under RCW 82.04.250.

11        (4) "Violent video or computer game" means a video or computer game  
12 that contains realistic or photographic-like depictions of aggressive  
13 conflict in which the player kills, injures, or otherwise causes  
14 physical harm to a human form in the game who is depicted, by dress or  
15 other recognizable symbols, as a public law enforcement officer.

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